VIDEO BYTE II Instuction booklet (c) 1989

(1) Thankyou for your purchase of Video Byte. The following information is provided to help you, the user, gain the most from your unit.
(2) Your unit comes to you pre-adjusted. With the exception of and (optional GAIN control, which was installed at the time of constuction **see use of gain, elsewhere in this booklet.**) Your unit was adjusted with and input signal of **1volt p-p video** using and **NTSC color signal source**. (PAL system users, please read PAL section.)
(3) To use Video Byte II the following minimum equipment is required.....

A. **C-64, 64-C or 128-C or D**
B. **1540-41 or 1571 Disk drive**
C. **B/W or COLOR T.V. or Monitor and V.C.R. or B/W camera.**

Optional Equipment

D. **B/W or COLOR printer**
E. **Video Amplifier w/adjustable gain control**
F. **Small B/W 5" T.V**

Your Video Byte II package contains the following .....

1. **Video Byte hardware w/3ft. cable w/male RCA plug.**
2. **(1) 5.25" floppy disk. w/software**
3. **This booklet.**

please notifiy your retailer if anythings missing

Setup of Video Byte hardware and software package.

With POWER OFF... plug the Video Byte unit (label side facing up) into the MODEM PORT (far rear leftside of machine).
With unit firmly plugged in, turn power on.
Insert disk (label side up) into disk drive (device #8).
Type (LOAD"*",8,1) and hit the RETURN KEY.
After disk drive quits running, type RUN, and hit the RETURN KEY.

Locate Video Byte cable with MALE RCA plug at end of cable.
Plug MALE RCA plug into **VIDEO LINE OUT only!** *(do not plug into RF VHF output)* With cable plugged into correct output on VCR/CAMERA.

Turn on the power to your VCR or VIDEO CAMERA.
With all your equipment turned on. Select the VIDEO BYTE III option from the main MENU.
With the Video Byte III menu screen displayed, select **ADJUST MODE.**
In the adjust mode, you will see the screen update and refresh itself every 2.2 sec's.
If a VIDEO SIGNAL is present, the BORDER of your screen will FLASH, BLACK and WHITE while a PICTURE is being displayed. If NO SIGNAL is present (ie. your video equipment is NOT sending a signal) the border will NOT FLASH and the KEY BOARD will LOCKUP, forcing you to RESET and re-boot or re-start your VIDEO BYTE III software.

Note... EXPLODE! V5.0, 4.1,3.0 and 2.0 can RESTART all VIDEO BYTE software by HITTING the CAPTURE BUTTON on EXPLODE! and then HITTING the F7 KEY followed by hitting the PLUS KEY and RETURN.

If you've gotten this far, then look at the picture closely as it's being displayed over and over. If the screen looks good to you, then **KEEP the M KEY depressed until the MAIN MENU returns.** With the MENU displayed, you can now press the C KEY to CAPTURE and FREEZE a VIDEO BYTE SCREEN. After you've captured a screen, the screen will remain DISPLAYED until you press the C KEY to capture a NEW SCREEN or PRESS ANY OTHER KEY to RETURN to the MAIN MENU.

If on the other hand your screens look less than presentable to you... you may need to boost your VIDEO SIGNAL'S strength with a VIDEO AMPLIFIER (as Video Byte itself has NO BUILTIN AMPLIFIER! see OPTIONS on page 1). A reasonably priced video amp. can be purchased from RADIO SHACK for about $19.95 U.S. dollars (part #15-1102). This amp. will help restore HIGH END FREQUENCY ROLL OFF which can be caused by LONG CABLE RUNS, MORE THAN ONE DEVICE ATTACHED to VIDEO OUTPUT LINE or a WEAK SIGNAL OUTPUT. But in any and all cases, boosting your signal will increase your PICTURE DETAIL and BRIGHTNESS. Resulting in a better over all picture from your Video Byte.

Once your satisfied with the resulting pictures Video Byte is producting, you will be ready to explore all of Video Byte III's options. If your still not satisfied with the picture quality.... turn to the back of

this booklet and look at the section called trouble shooting pictures.

MAIN MENU of Video Byte III

+ = LIGHT — - = DARK
A= ADJUST — C = CAPTURE
S = SAVE — L = LOAD
V= VIEW 1.2.3.4.5. — D = DIRECTORY
F = FREEZE COLOR
R = RESTORE COLOR
X = EXCHANGE PICS.
P = PRINT
Q = QUIT
E = EXPLODE!
M = RETURN to MENU

All KEY STROKES are ACTIVE during DISPLAY.

+ The PLUS KEY is a DEFAULT value for ALL DISPLAYED screens. Pressing the + key will shift all gray scales (up one value) ie. lighten.

- The MINUS KEY when pressed during a picture display will shift ALL GRAY SCALES down one. ie. darken picture (can increase some but not all picture details, some picture data will drop out, this data is not lost)

A The A KEY is used to show a CONTINUOUS UPDATED PICTURE, which is used for adjustments in CAMERA LIGHTING or ADJUSTMENT of the GAIN CONTROL on either VIDEO BYTE or a VIDEO AMP. to achieve the best possible pictures, pryor to DOING a FULL CAPTURE. (see capture).

C The C KEY is used to CAPTURE and DISPLAY a CLARIFED PICTURE. (ie. picture is devoid of random data.)

S The S KEY is used to SAVE PICTURE (after capture) TO DISK. All pictures are saved as 40 BLOCK Koala's (tm). **NOTE... The SAVE feature can also be used inside the VIEW MODE during the DISPLAY of a B/W or COLORIZED PICTURE.**

L the L KEY is used to LOAD and DISPLAY a picture previously saved to disk, (a loaded and displayed picture, is displayed in B/W only.)

V. The V KEY is NOT ONLY FOR DIPLAY! The 1.2.3.4.5. Keys are active during DISPLAY, and by pressing the 1.2.3.4. keys in any order you choose, you can preform BULK COLORIZATION (15 colors) on each and every GRAY SCALE present in your picture. The #5 Key will TOGGLE ALL KEYS 1-4 in a SEQ. PROGRESSION of COLORS! This feature will help you run though all possible color combinations quickly, in order to CLARIFY or FIND NEW COLOR COMBINATIONS for your pictures.
You can stop pressing the #5 Key and hit any key-s 1-4 to mix up new combinations, afterwhich you can resume pressing the #5 key.
If none of the COLORS appeal to you, you can go to GRAY SCALE by pressing the + or - key. (see + and - key elsewhere in this booklet).

D. The D KEY is for LOOKING at the DIRECTORY of the DISK which is currently in drive #8. This feature is handy, for making sure you have enought disk space left to save a picture file (40 blocks long).

F. The F KEY is for FREEZING your selected colors in a given picture. You must FREEZE your colors before using RESTORE. (see RESTORE).

R. The R KEY is for RESTORING your picture to it's original color selections, after further BULK COLORIZATION COMBOS prove useless.

X. The X KEY is for STORING (2) TWO CAPTURED PICTURES. By PRESSING the X Key, you can switch back and forth between your captured screens. **Please Note.... If you leave a displayed screen and return to the MENU.... that screen will be LOST! If you go back and use the CAPTURE or ADJUST MODE. The other screen will remain in UN-TOUCHED in MEMORY, unless you PRESS the X KEY to go to screen #2 and then return to the MENU and use the CAPTURE or ADJUST MODE. At that point screen #1 will remain UN-TOUCHED, (ie. only one screen at a time is affected).**

P. The P KEY is for PRINTING the CURRENTLY DISPLAYED SCREEN. The DEFAULT **PRINTER is EPSON TYPE PRINTERS (ie. those that use and interface between computer and printer.)** All other printers are to be selected from printer MENU. (1.2.3. keys, #3 KEY is for all COMMODORE PRINTERS and COMMODORE CLONES, ie. printers that DO NOT use and INTERFACE between computer and printer.) Keys #4 and #5 are used to select your interface type, ie. XETEC = CARCO. The #6 key is for LINE FEED, (consult your owner's manual).

Q. The Q KEY will return you to BASIC.

E. The E KEY is for Explode! V5.0 & 4.1 owners only. **(go to menu#2).**